

GeForce 8800 GTX

Jump into a world of life-like graphics with NVIDIA's top-of-the-line graphics processor in the ZOTAC GeForce 8800 GTX. Experience the realistic visual effects DirectX 10 and Shader Model 4.0 have to offer with a single ZOTAC GeForce 8800 GTX. Enjoy the latest games with resolutions up to 2560x1600 without breaking a sweat.

Standard Edition

Jump into a world of life-like graphics with NVIDIA's top-of-the-line graphics processor in the ZOTAC GeForce 8800 GTX. Experience the realistic visual effects DirectX 10 and Shader Model 4.0 have to offer with a single ZOTAC GeForce 8800 GTX. Enjoy the latest games with resolutions up to 2560x1600 without breaking a sweat.

The onboard 768MB of GDDR3 memory ensures rich colors and textures in the latest games – preserving realism. The memory runs at a blazing fast 1.8 GHz clock speed to feed the powerhouse 575 MHz NVIDIA GeForce 8800 GTX graphics processor.

If more power is what you crave, pair up two ZOTAC GeForce 8800 GTX graphics cards to double your performance with NVIDIA's SLI technology. NVIDIA SLI technology doubles 3D performance by taking advantage of two graphics card at the same time, because two cards are better than one.

{slide=Reviews & Awards (+)}

Please check our reviews&awards database.

{/slide}

{tab=Technology Specifications}

Graphics Processing Unit

- NVIDIA® GeForce® 8800 GTX @ 575MHz engine clock
- 128 Stream Processors
- Dual 400 MHz RamDAC
- Max. Resolution @ 2560 x 1600
- True 128-bit floating point high dynamic-range (HDR) lighting with 16x full- screen anti-aliasing

Memory

- 768MB GDDR3
- 1800MHz memory clock
- 384-bit memory bus

Bus Support

- PCI Express x16

3D Acceleration

- Microsoft® DirectX®10 support
- Unified Shader Model 4.0
- OpenGL 2.0

{tab=Available Models}

- ZT-88XE760-FSP (768MB GDDR3, 575 Eclk, 1800 Mclk, 384-bit)

{tab=External Connectors}

- Dual DVI-I Connector
- TV-Out (S-video) Connector

{tab=Features}

- HDTV Ready
- Vista™ Ready
- SLI™ Ready
- HDCP Ready
- Dual Link Dual DVI
- RoHS Compliant

{tab=Images}

{/tabs}